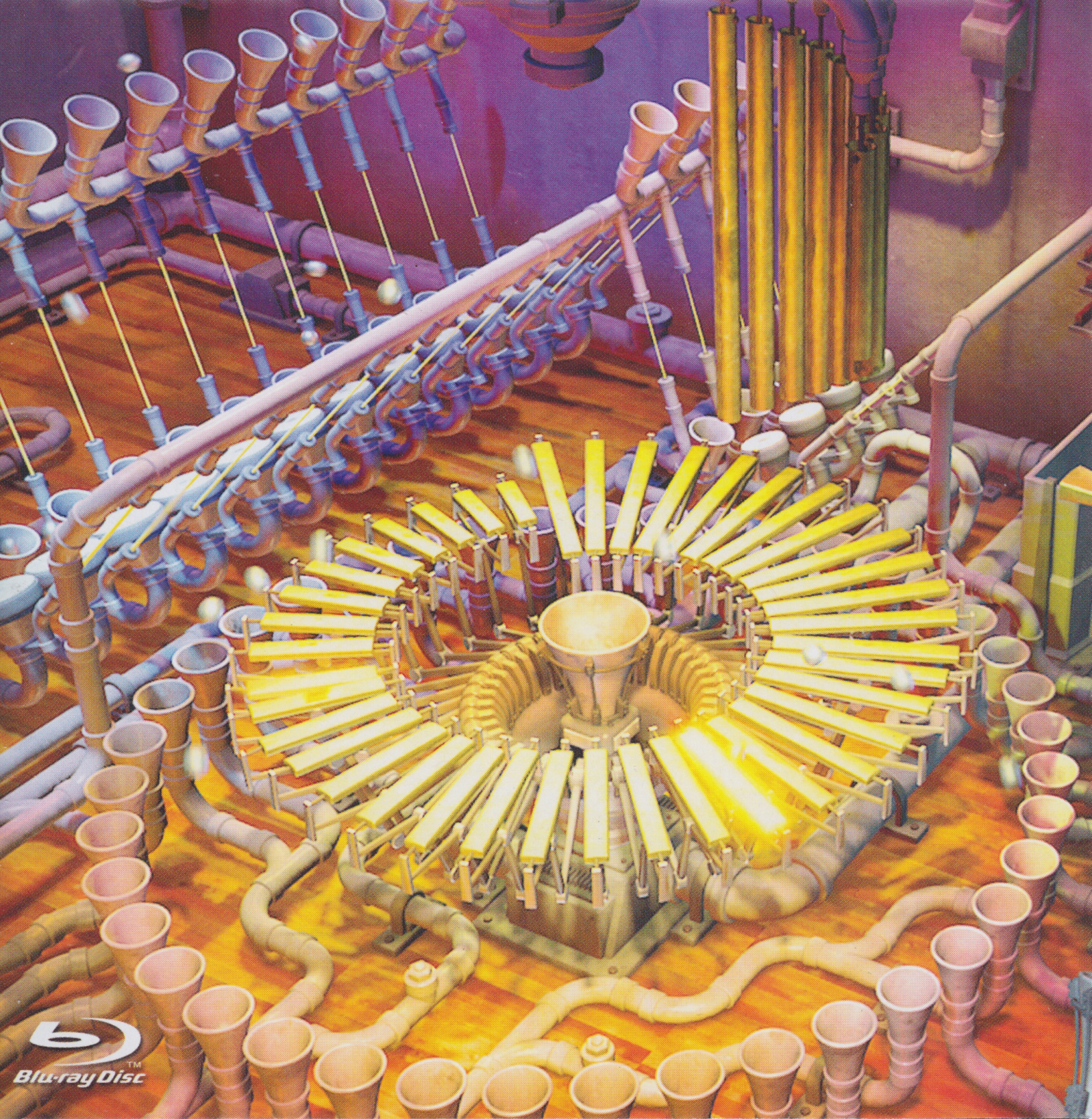


ANIMUSIC[®] HD

STUNNING COMPUTER-ANIMATED MUSIC



PROGRAM

1. PIPE DREAM – 3:23
2. STARSHIP GROOVE – 4:07
3. POGO STICKS – 3:20
4. RESONANT CHAMBER – 4:31
5. CATHEDRAL PICTURES – 6:08
6. PIPE DREAM 2 – 3:45
7. FIBER BUNDLES – 5:16
8. GYRO DRUMS – 4:13
9. HEAVY LIGHT – 6:31

PLAY ALL initiates playback of all nine HD animations, returning to the Main Menu upon completion.

(After 2 minutes on the Main Menu... if no action has been taken, playback begins automatically.)

This is convenient for auto-looping demos, trade shows, parties, etc.)

PLAY ALL

TRACKS

SET UP

BONUS

Pressing the **Pop-up Menu** button on your **remote** (at any time) presents the Main Menu (shown above).

The **TRACKS** Sub-Menu (shown open, below) allows switching to any of the HD animations from the Main Program.

TRACKS, as well as the other Sub-Menus, may be “popped up” and browsed even while playback continues, uninterrupted.



PIPE DREAM



STARSHIP GROOVE



POGO STICKS



RESONANT CHAMBER



CATHEDRAL PICTURES



PIPE DREAM 2



FIBER BUNDLES



GYRO DRUMS



HEAVY LIGHT

PLAY ALL

TRACKS

SET UP

BONUS

TRACKS

ANIMUSIC[®] HD

SET

5.1 SURROUND is the default audio format. While optimal for 5.1 systems, other setups will downconvert this to stereo in hardware, so...

STEREO PCM may be selected in these situations, and is usually preferable.



TITLES enables/disables animation title text.

(When enabled, titles appear at the bottom of the screen, at the start of each animation.)

PLAY ALL

TRACKS

SET UP

BONUS

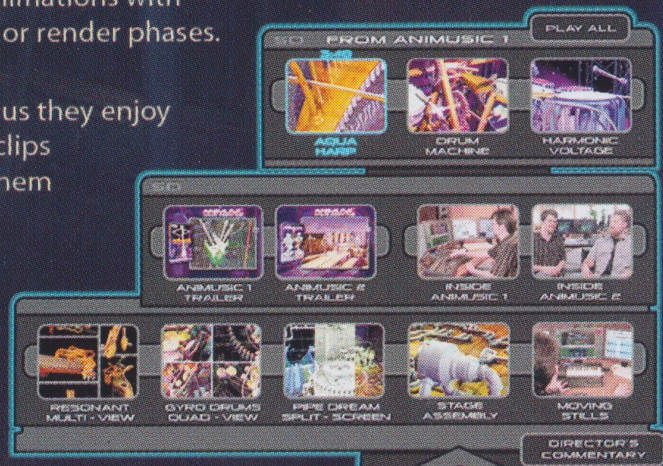
All **BONUS** segments are in *Standard-definition fullscreen* (4:3 aspect ratio)...

The top row presents three full-length animations from the **ANIMUSIC 1** DVD, encoded with high-bitrate (16Mbps+) AVC and 24-bit uncompressed audio. The **PLAY ALL** button above them will show all three as a contiguous mini-program.

Other Bonus Features include two interview segments with Wayne and Dave, a "slide show" of people and gear (going back a few years), and a few select segments from the many Bonus Features on **ANIMUSIC 2**. In particular, there are three full animations with simultaneous multi-camera views or render phases.

Many people (especially kids) tell us they enjoy watching the **SET CONSTRUCTION** clips from both DVDs, so we collected them all in **STAGE ASSEMBLY**.

The **DIRECTOR'S COMMENTARY** for the Main Program is accessed at the bottom (as well as from the *remote*).



PLAY ALL

TRACKS

SET UP

BONUS

BONUS

ANIMUSIC[®].HD

This Blu-ray disc evolved in separate phases, spanning about a decade, beginning with the production of our first two DVDs **ANIMUSIC 1** and **ANIMUSIC 2**. After **ANIMUSIC 2** was released we began to consider re-rendering in HD. During this time, **Wayne Lytle's** primary focus was the re-architecting of **ANIMUSIC's** production pipeline, a task that would end up spanning well over five years. So in a parallel track, **David Crognale** began the process of re-rendering all eight animations from **ANIMUSIC 2** (and one from **ANIMUSIC 1**). This was essentially a solo effort that consumed a good year or so, including enhancing models, shaders, and lighting when needed.

Once the frames for all layers were rendered, composited and checked, the footage was basically put "in the vault" until it was practical to author and release an HD version. Between competing HD formats and prohibitive authoring and manufacturing costs, we had to wait until the time was right.

Sometime in 2009, **Jeff Garrard** felt that we were at that point and spearheaded our Blu-ray authoring phase, proposing the name **ANIMUSIC HD**. As a team, we agreed that the focus should be almost entirely on the main animations, and to avoid spending inordinate amounts of time on wildly complex menus and over-the-top bonus material. Jeff coordinated the initial production efforts, overseeing asset delivery and the essential framework of the disc.

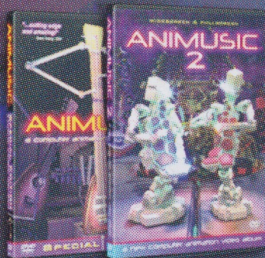
The completion of the authoring phase was managed by Dave, again almost single-handedly. From menu design to print, to the delivery of a massive volume of digital data, Dave was the one "pushing the buttons". As Wayne continued to be consumed by the development of our new, ever-improving, never-ready-to-use **ANIMUSIC|studio** software, his post-production role on the Blu-ray was minimal... Best described as *Executive Producer*, it primarily entailed providing direction and approval at critical junctures, while mainly dreaming about the future.

People have been asking us for an HD version for years. We're happy to say the wait is over. As we take a step back and take it in, our feeling is...

This is the way ANIMUSIC should be experienced!

CREDITS

INFO



www.animusic.com

Come see us **online**, for details on licensing and broadcast, news, Q&A, and info about ongoing development.

Or visit our **online store**...

ANIMUSIC DVDs, CDs, T-shirts, and other merchandise.

FOR HOME USE ONLY

Special Case: Educators are granted the rights to show ANIMUSIC content in the classroom or other instructional contexts, for no fee.